

OVERRUN!

A TACTICAL GAME OF MODERN LAND WARFARE



APPLE

5 1/4" disk

• Disk for Apple II+, IIe, IIc and IIGS I
with 64K minimum.



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M1 ABRAMS		AM	HP	KP	AC	RG	TA
120MM GUN		68	54	46	30	80	8
HUY-MG		69	36	6	20	25	15
VEH-MG				6	12	15	10
ARMOR		HK	HH	SK	SH	TP	HA
		42	72	18	36	9	0
SIZE	5						
MAX SPEED	21						
MEN	4						
FIRE CONTROL	20						
THERMAL SIGHT	YES						80
MORALE	6						ORDERS
COST	34						COMMAND
							CMD CTRL
							YES

OVERRUN! is the most realistic tactical simulation of modern land warfare ever made. No wonder, since it uses an improved version of the critically acclaimed game system seen in our best-selling wargames — PANZER STRIKE! and TYPHOON OF STEEL.

The action in **OVERRUN!** is so detailed, you can almost feel the Milan launcher in your hands or the explosion of a **HEAT** round inside a **T-72**! Each unit symbol represents either one tank, gun or squad of infantry; each square of the 30 x 90 map, 50 yards. The resolution is so fine that the computer keeps track of the ammunition fired by an infantryman down to the last round!

It also offers so much play flexibility that it is as much a construction set as a wargame. Powerful tools are provided so you easily create your own maps, troops and missions — in essence, an infinite number of scenarios.

Europe and the Middle East serve as the near-future battlefields, where Russia and Soviet allies battle the forces of the U.S. and her allies. This tactical game incorporates practically every ground weapon in the modern arsenal and even some that are in development — such as tanks with reactive armor (including the Soviet T-94), FOG-M and ADATS.

For the historically minded, **OVERRUN!** includes the Israeli/Arab October War of 1973.

The ratings for armored vehicles are exhaustive. For example, armor is segmented into front, side and top of hull, with fronts and sides further rated for resistance to HEAT and kinetic rounds.

You can simulate single battles or an entire campaign. The former lets you play against another player or the computer and to depart from the scenarios already provided by making use of the construction features.

The campaign scenario pits you against the computer. It creates the maps and determines the type of battles and missions. You "buy" tanks, infantry and support units (such as artillery and missile sections).

The ultimate objective of the campaign game is to fight — and win — as many battles as possible before the war ends. If you suffer heavy losses during one battle, it will take a long time for you to replace and upgrade your forces before you can fight the next battle.

Screen displays shown are from the APPLE. Displays from other computer(s) may vary.

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OVERRUN AP



OVERRUN!

A TACTICAL GAME OF MODERN LAND WARFARE

APPLE
II/III/III+
+IBM PC/XT/AT/PS/2
with 640K minimum

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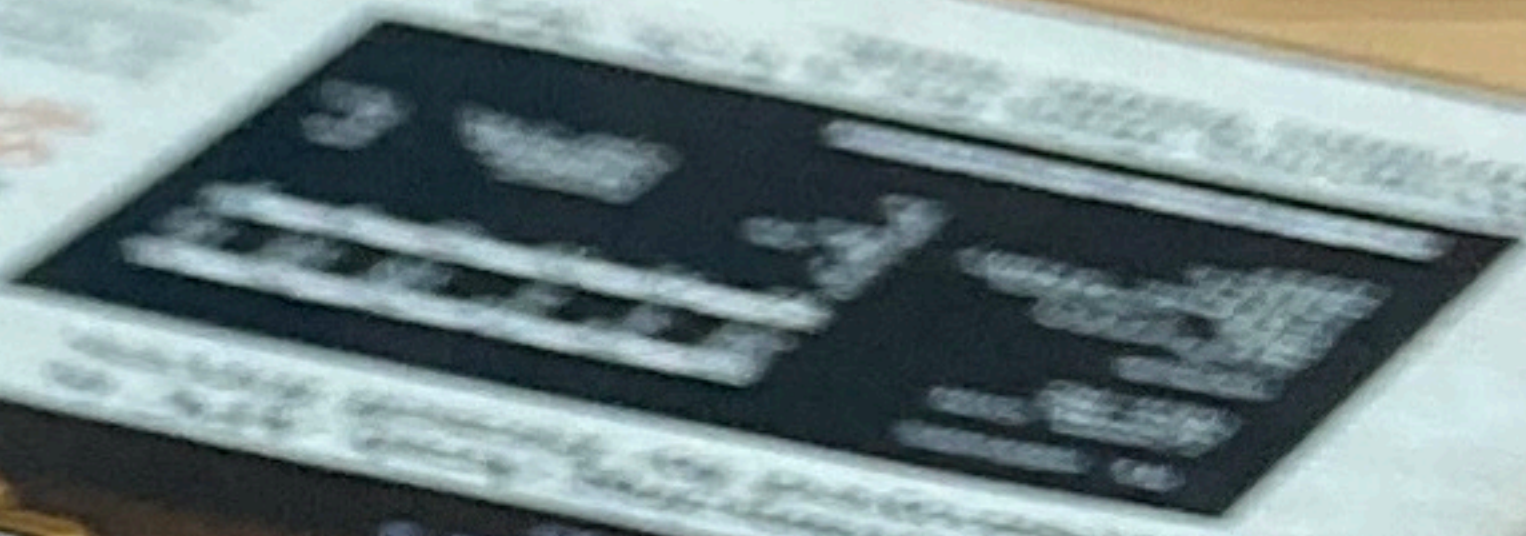
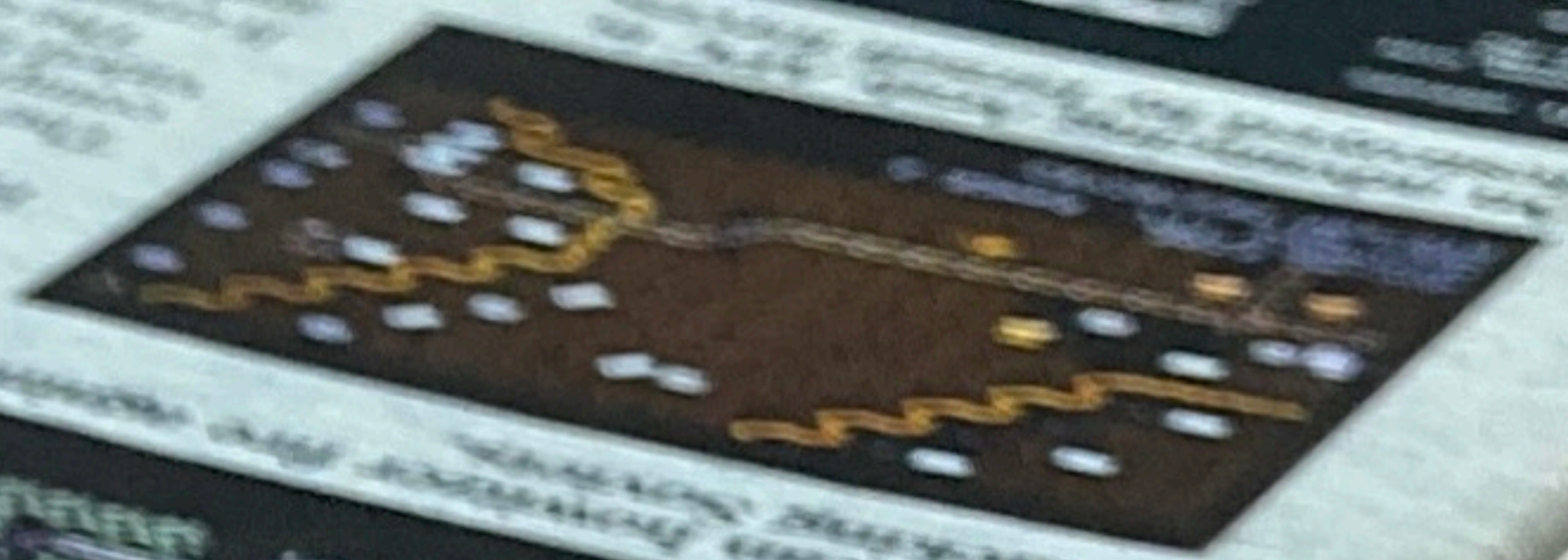
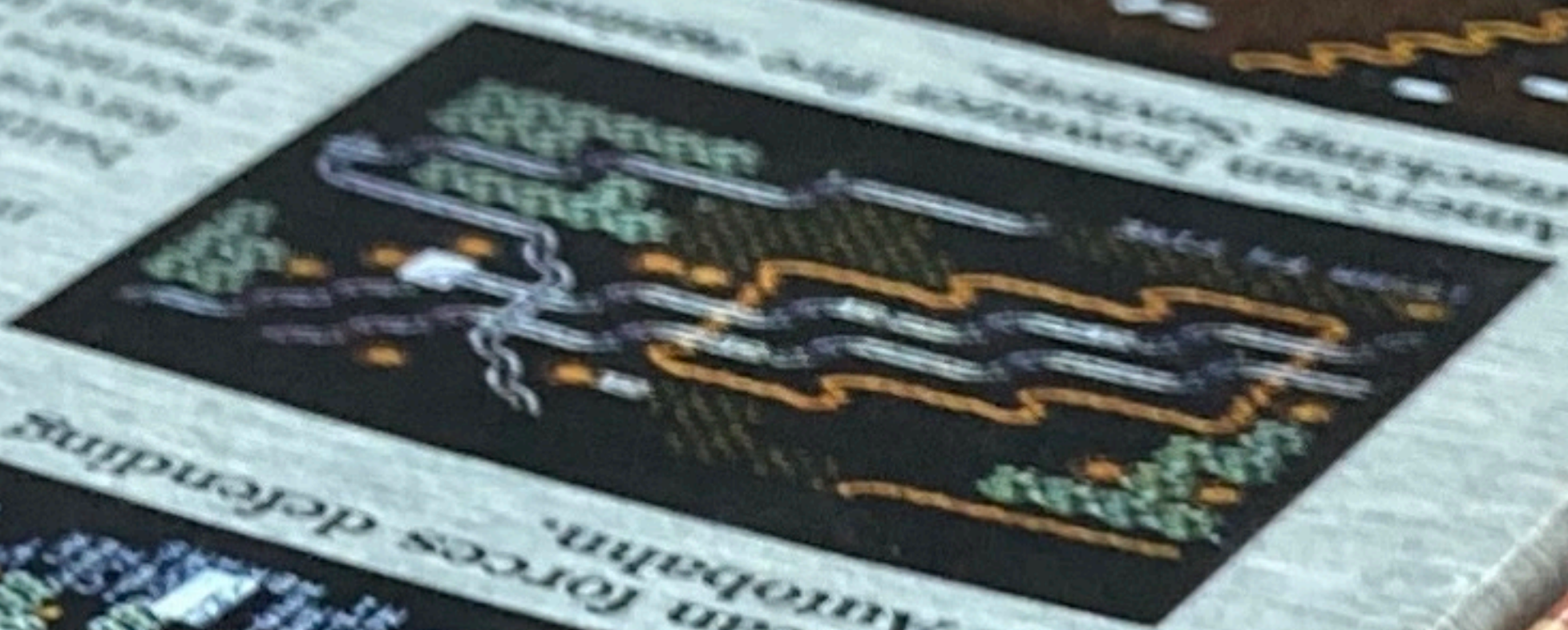
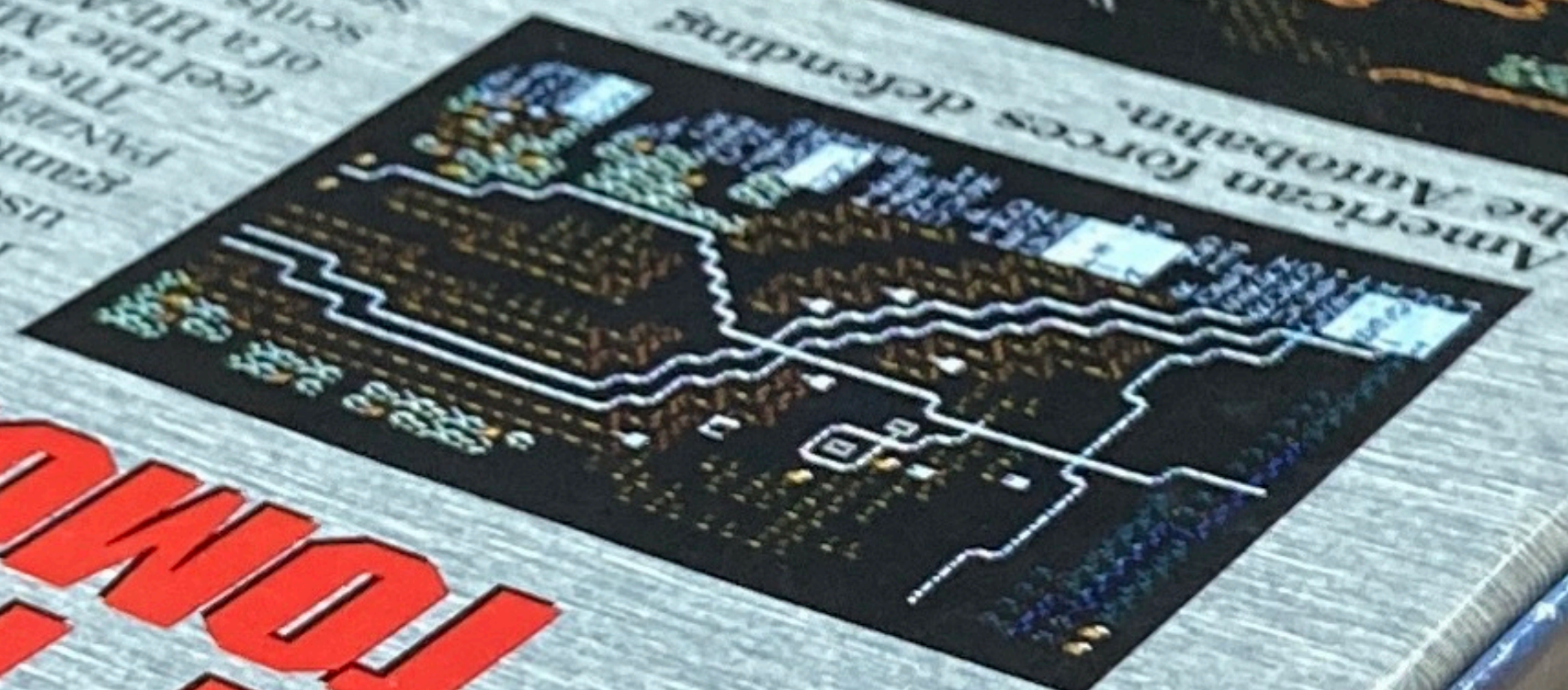
- Modern, improved version of the critically acclaimed
- Advanced to the system include reactive armor, HEAT
- Tanks, armor, missiles, helicopters and more.
- Play in near-future Europe, near-future Mideast or in the
- Mideast during the Arab-Israeli October War of 1973.
- Includes individual vehicles and squads of men from
- the U.S., the U.K., France, W. Germany, Israel, Iraq, the
- U.S.S.R., the Warsaw pact, Iran and the Arab countries.
- Campaign game feature allows you to lead your units
- through many battles that can span several weeks.
- Play historical scenarios provided or make up your own.



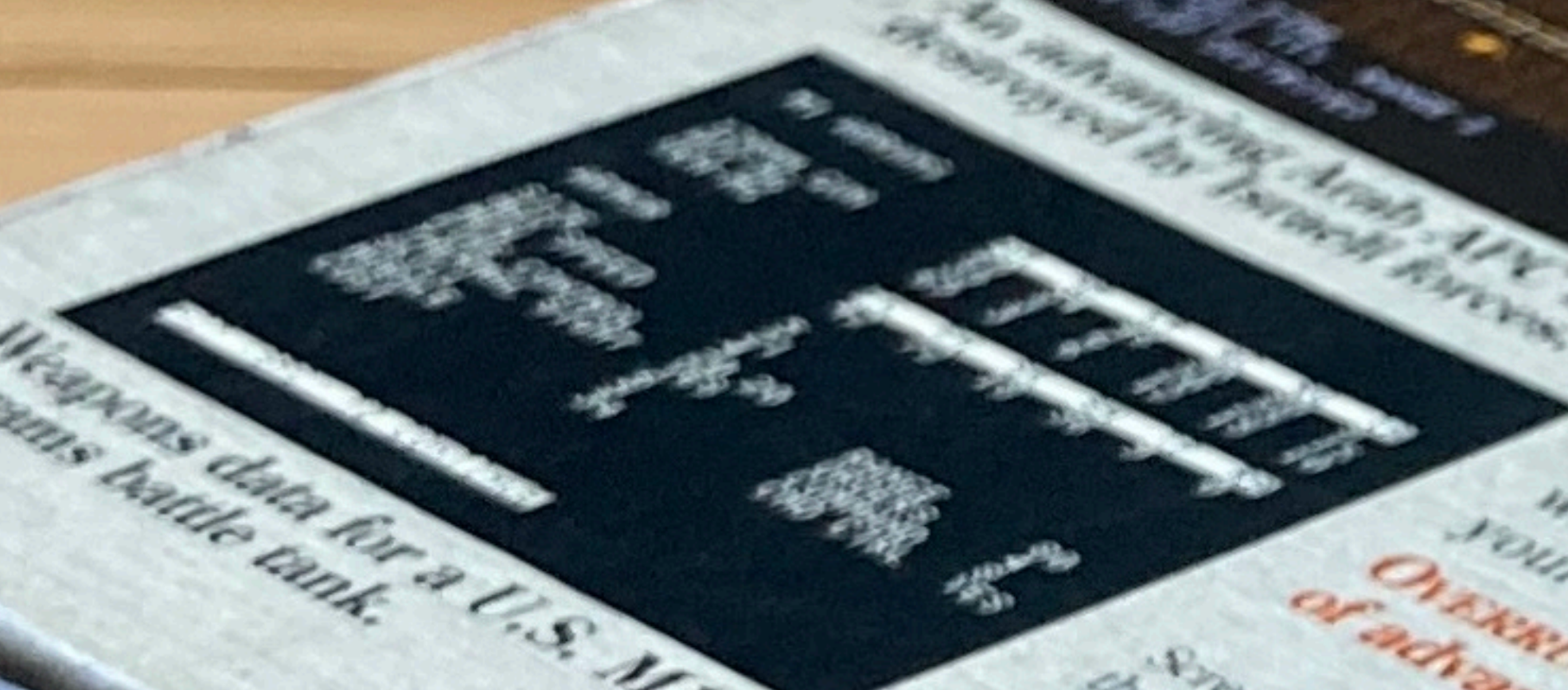
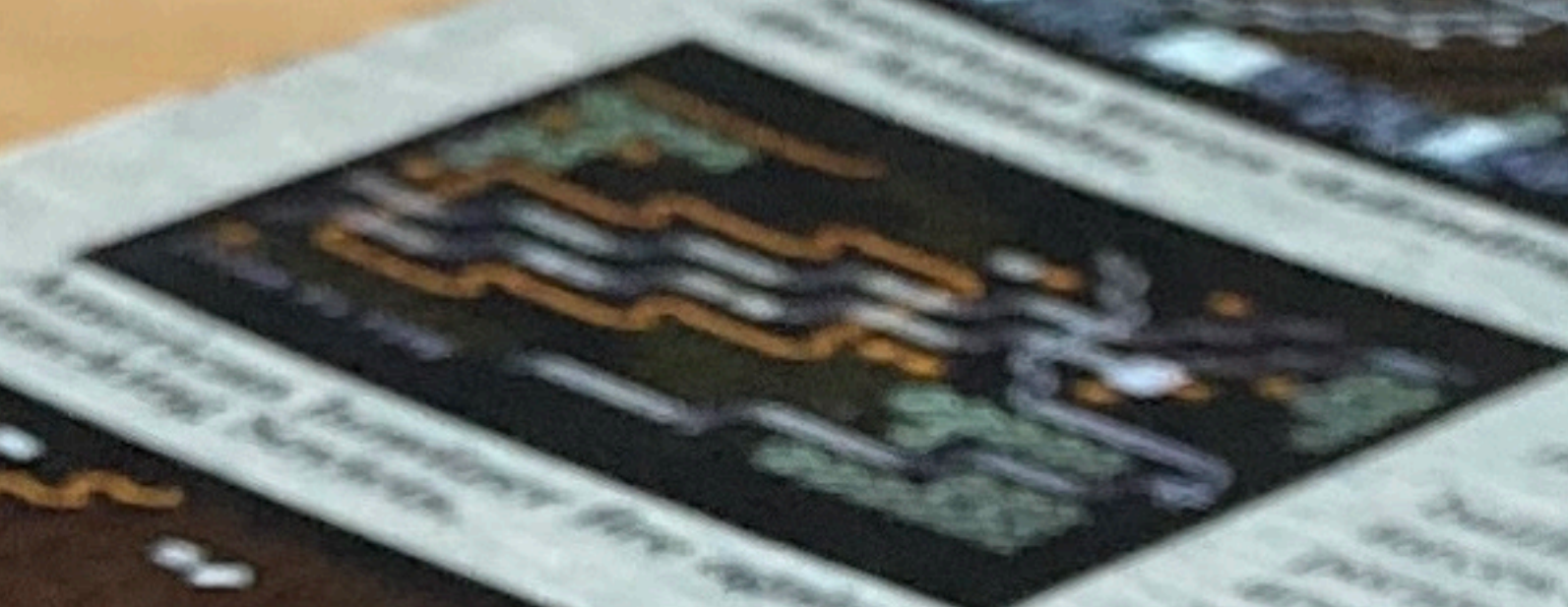
whose otherSSI works include PANZER STRIKE!™, TYPHOON OF STEEL™ and MECH BRIGADE™.
■ PLAYING TIME: 30 MIN. TO 2 HRS. (SINGLE SCENARIO); 5 TO 25 HRS. (CAMPAIGN GAME).
■ ADVANCED LEVEL.
Art director: LOUIS HSU SAEKOW. Illustrator: MARC ERICKSEN.

FIGHT THE LAND BATTLES OF TOMORROW... TODAY!

whose otherSSI works include PANZER STRIKE, TITANIC, and with...
OVERBURN was designed by Gary Gribble.
Art director: LOUIS LEST SARKIS. Illustrations: MARK...
■ PLAYING TIME: 30 MIN. TO 2 HRS. (SINGLE SCENARIO); 5 TO 25 HRS. (CAMPAIGN)
■ ADVANCED LEVEL.



FIGHT THE LAND BATTLES OF TOMORROW... TODAY!



The ultimate objective of the campaign game is to fight — and win — as many battles as possible before the war ends. If you suffer heavy losses during one battle, it will take a long time for you to replace and upgrade your forces before you can fight the next battle.

Weapons data for a U.S. M1 Abrams battle tank.

Overrun! Advanced study of advanced land warfare.

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Includes individual vehicle and soldier data for the U.S., the U.K., France, West Germany, the Soviet Union, and the Arab-Israeli October War of 1973. Play historical scenarios that allow you to see the war from the perspective of the victors or the vanquished. Campaign game feature that can be used to replay battles and to see the results of your decisions. Includes individual vehicle and soldier data for the U.S., the U.K., France, West Germany, the Soviet Union, and the Arab-Israeli October War of 1973.

Modern, improved version of the critically acclaimed PANZER series. Includes a new system of armor, heat shields, thermal sights, missiles, helicopters and more. Additions to the system include game system, armor, heat shields, thermal sights, missiles, helicopters and more. Play in near-future Europe, near-future Middle East or in the Mideast during the Arab-Israeli October War of 1973.

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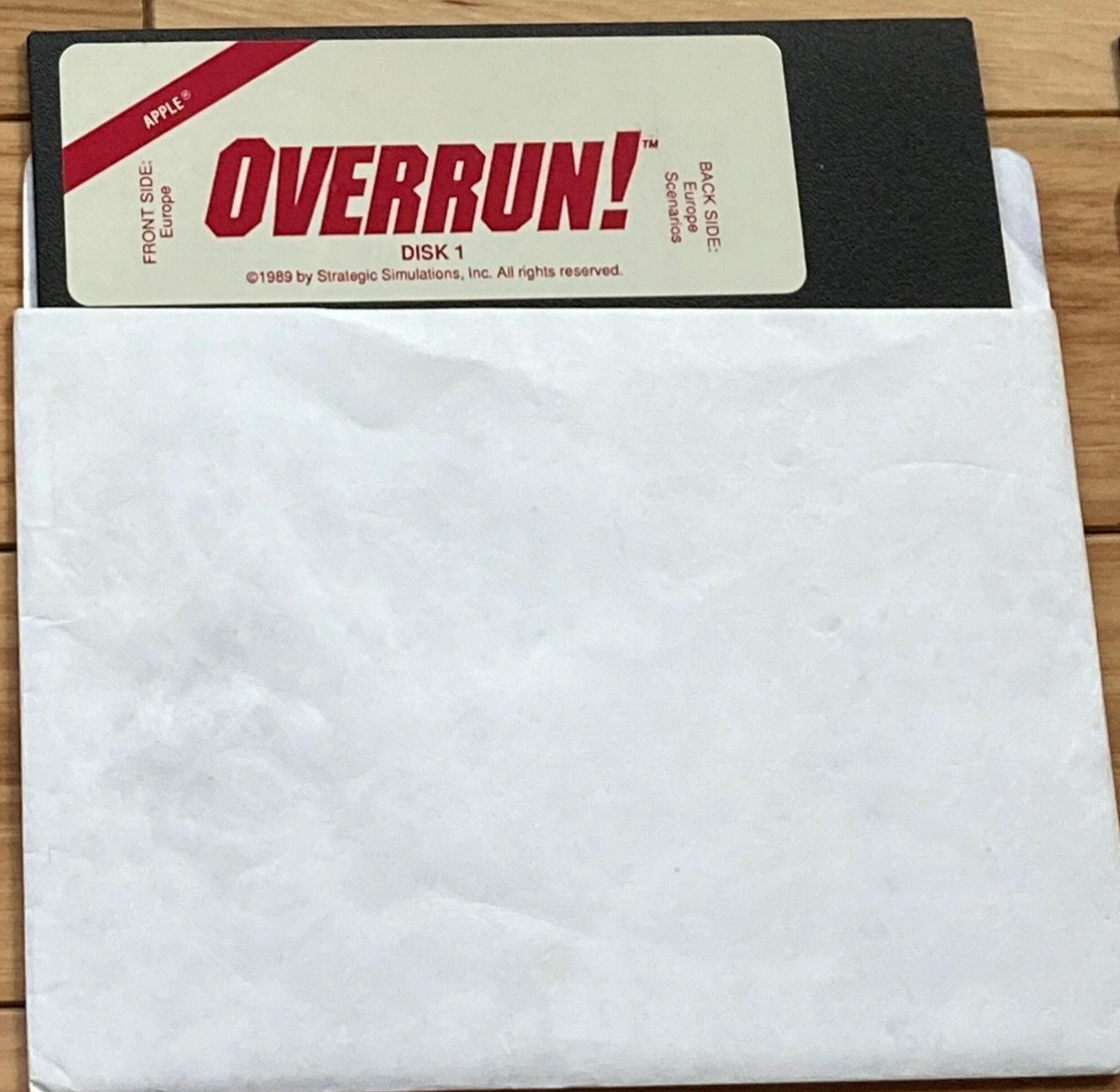
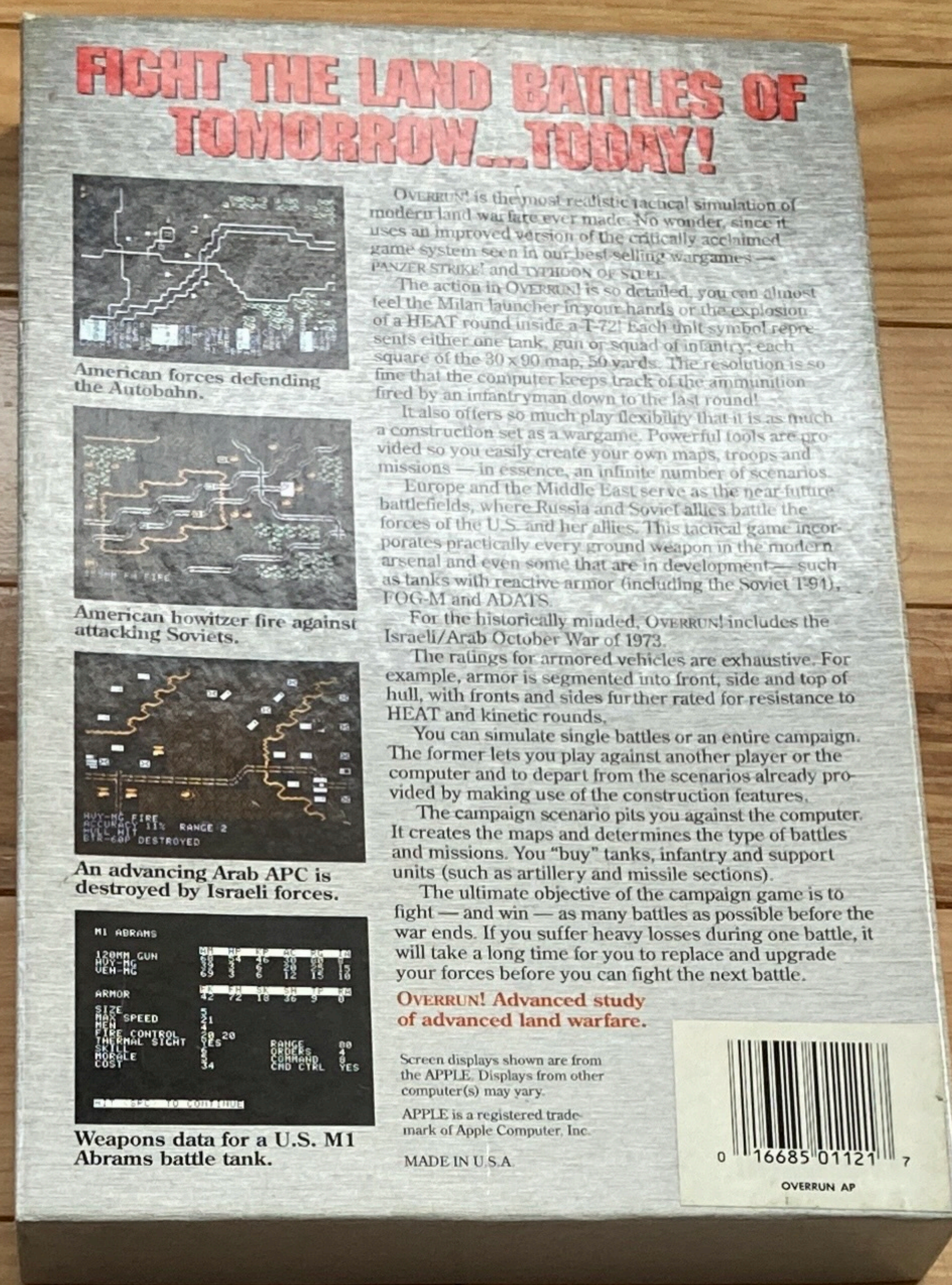


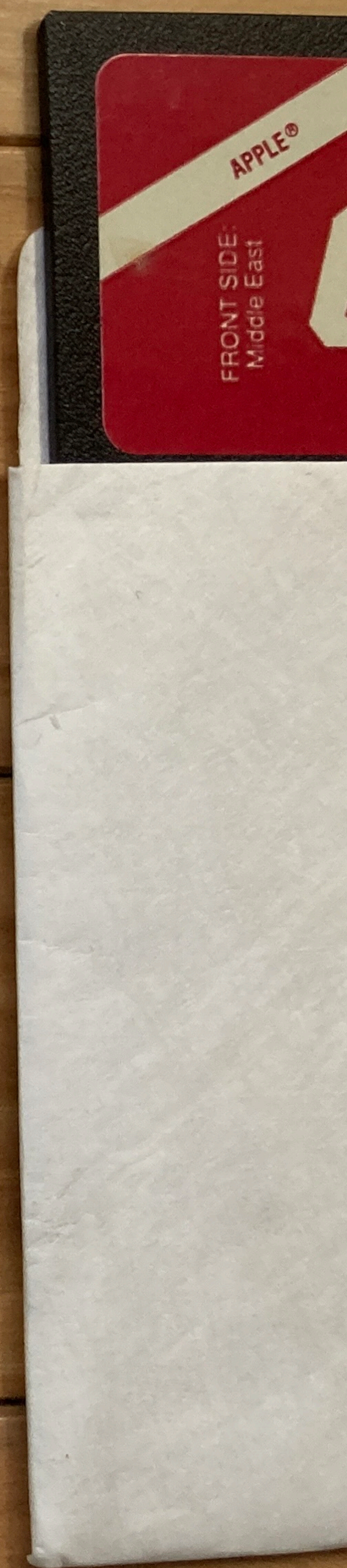
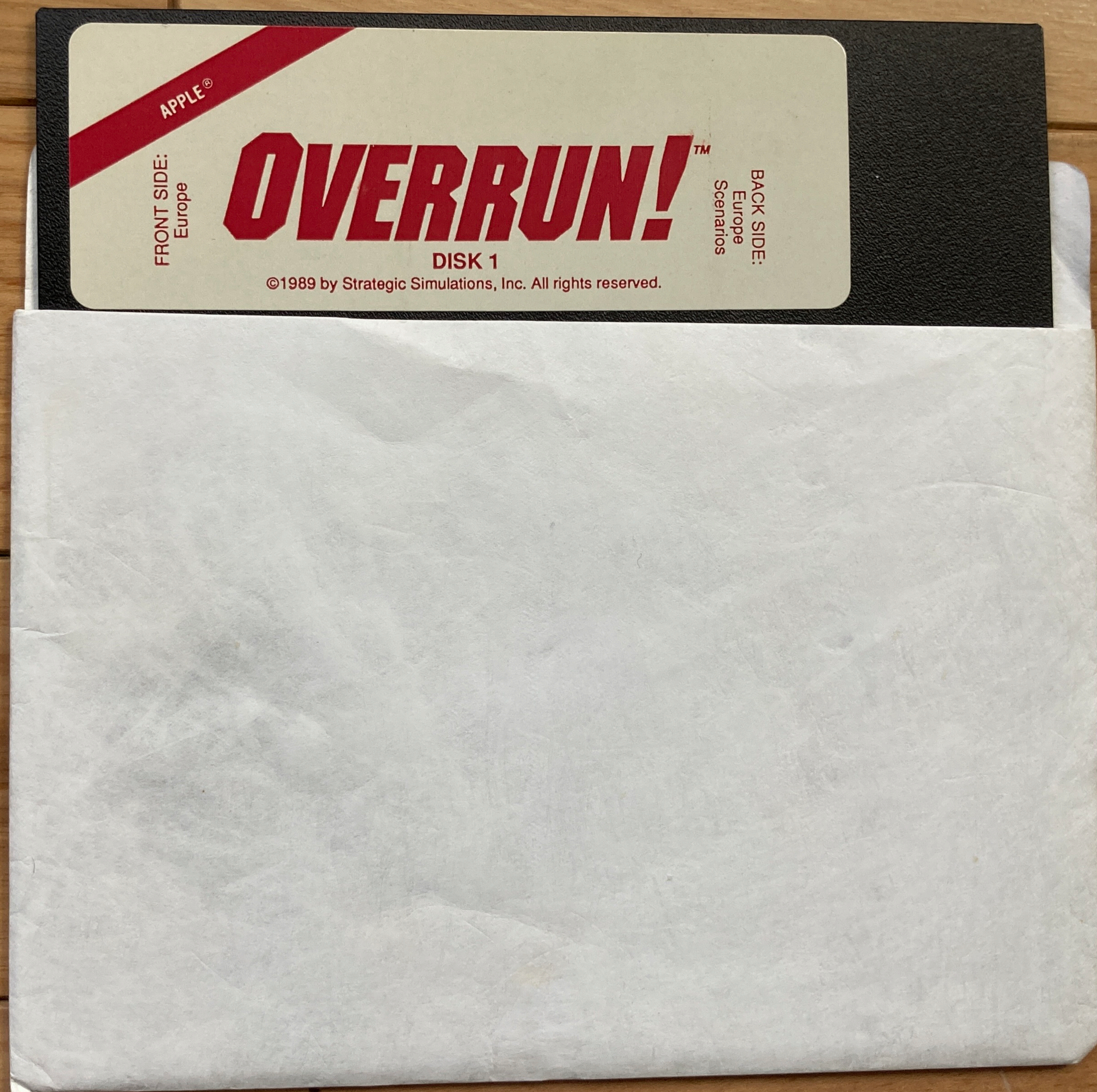












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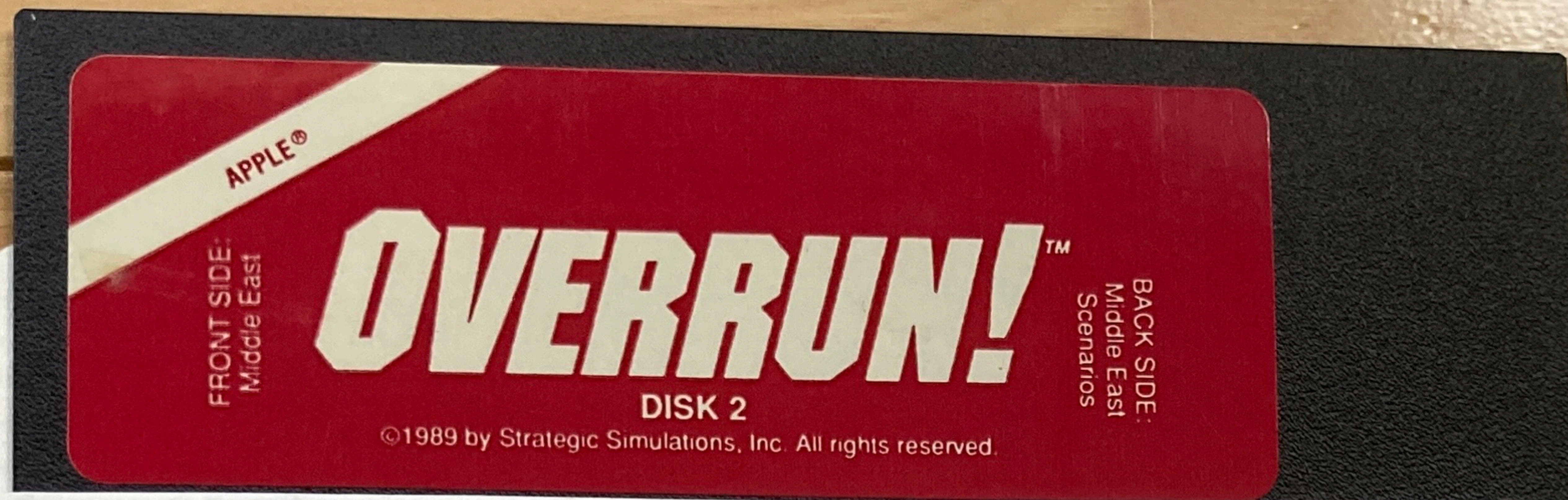
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OVERRUN!

BRIEFING MANUAL



STRATEGIC SIMULATIONS, INC.®

OVERRUN! Briefing Manual: Introduction

This manual provides technical information useful in playing a game of **OVERRUN**. The majority of this manual consists of the unit data charts and the weapons chart. In addition, there are some formation composition charts, the terrain effects charts, and the scenario notes.

THE UNIT DATA CHARTS AND THE WEAPON CHART:

The following charts contain much information which is helpful in playing **OVERRUN**. The following charts are broken down into two main groups: the four unit data charts and a weapons chart. The unit data charts set forth all necessary information about the units except for the information about the combat weapons that they carry. This information is contained in the weapons chart.

By using the editing feature of **OVERRUN**, you can change the unit type for any unit which the computer gives you. In the scenarios you can also change the weapons that each unit carries. The information needed to do this is contained in the following charts.

There are four unit charts used in the game, and the one you are using depends on the front being played and the nationality of your force. All unit charts use the same weapons chart. Some weapons, however, appear only on one front; this information is given on the weapons chart.

UNIT DATA CHARTS:

The following column headings are used on the unit data charts:

NO.: This is the number to be entered for unit type when editing your units.

NAME: The name of the unit.

SIZE: The silhouette size of a vehicle unit.

SPD: The maximum speed of the unit.

CRW: The number of men in a vehicle's crew, or the number of men in a non-vehicle unit.

FS: The unit's first shot rating.

CLS: The class of the unit.

RF: The range finder rating of the unit.

RA: The amount of reactive armor the unit has.
TG: A vehicle unit's turret or upper hull gun(s).
HG: A vehicle unit's hull gun(s).

FK: The front kinetic armor rating for a vehicle.

FH: The front HEAT armor rating for a vehicle.

SK: The side kinetic armor rating for a vehicle.

SH: The side HEAT armor rating for a vehicle.

TP: The top armor rating for a vehicle.

1ST YR: The first time period that the unit is available. (1 is '56, 2 is '67, 3 is '73, and 4 is Near Future.)

TS: Whether unit has thermal sights.

CST: The cost of the unit.

Note that a non-vehicle unit will always have the first weapon listed; there is a random chance that it will have all or some of the other weapons listed for it. In addition, the number under top armor for a non-vehicle unit is its carrying cost. A 99 here means the unit cannot be transported.

NATO-EUROPE UNIT DATA

NO.	NAME	SIZE	SPD	CRW	FS	CLS	RF	RA	TG	TG	HG	HG	FK	FH	SK	SH	TP	1ST YR	TS	COST	
1	M1 ABRAMS	5	21	4	20	5	20	0	120MM GUN	HVY-MG	VEH-MG		42	72	18	36	9	4	Y	34	
2	M60A3	6	15	4	16	5	10	19	105MM GUN	HVY-MG	VEH-MG		27	27	9	9	9	4	N	24	
3	M60A1	6	15	4	16	5	5	19	105MM GUN	HVY-MG	VEH-MG		24	24	9	9	9	4	N	22	
4	M2 BRADLEY	4	21	2	20	7	0	19	25 AC	TOW 3	VEH-MG		15	30	6	15	6	4	Y	21	
5	M113	4	18	2	20	7	0	0	HVY-MG	VEH-MG	VEH-MG		3	3	1	1	1	4	N	5	
6	M113CAV	4	18	2	20	7	0	0	HVY-MG	VEH-MG	VEH-MG		3	3	1	1	1	4	N	7	
7	M901	4	18	3	12	10	0	0	TOW 3	VEH-MG	VEH-MG		3	3	1	1	1	4	N	15	
8	M106	4	18	3	10	14	0	0	4.2IN MOR	HVY-MG	VEH-MG		3	3	1	1	1	4	N	6	
9	M125	4	18	3	10	14	0	0	81MOR	HVY-MG	VEH-MG		3	3	1	1	1	4	N	5	
10	M163A2	4	18	2	20	10	AA	0	20 GAT				15	30	6	15	1	4	Y	20	
11	ADATS	5	21	3	9	11	AA	0	ADATS	M72 LAW	M72 LAW		0	0	0	0	6	4	N	2	
12	SQUAD	1	6	6	20	1	0	0	AUTO-RIF	AUTO-RIF			0	0	0	0	2	4	N	3	
13	DRAGON TM	1	6	2	1	1	0	0	DRAGON	AUTO-RIF			0	0	0	0	3	4	N	3	
14	STINGER	1	4	2	2	1	AA	0	STINGER	AUTO-RIF			0	0	0	0	12	12	4	Y	35
15	APACHE	2	30	2	16	12	0	0	30 GAT	HELLFIRE	70MM RKT	70MM RKT	12	12	12	12	6	4	N	30	
16	COBRA	2	30	2	16	12	0	0	20 GAT	TOW3	70MM RKT	70MM RKT	6	6	6	6	9	4	N	25	
17	CHALLENGER	5	18	4	16	5	20	0	120MM GUN	VEH-MG	VEH-MG		45	75	15	33	9	4	N	33	
18	CHIEFTAIN	5	15	4	16	5	20	0	120MM GUN	VEH-MG	VEH-MG		36	36	12	12	9	4	N	11	
19	MCV-80	4	21	2	20	7	0	0	30 AC	VEH-MG	VEH-MG		9	9	3	3	3	4	N	5	
20	FV432	4	15	2	20	7	0	0	VEH-MG	VEH-MG	VEH-MG		3	3	1	1	1	4	N	5	
21	SARACEN	4	18	2	20	7	0	0	VEH-MG	VEH-MG	VEH-MG		3	3	1	1	1	4	N	6	
22	FV432M	4	15	2	20	7	0	0	81 MOR	VEH-MG	VEH-MG		3	3	1	1	1	4	Y	16	
23	STRIKER	3	21	3	10	11	0	0	SWINGFIRE	VEH-MG	VEH-MG		6	6	3	3	3	4	N	14	
24	SPARTAN MI	3	21	3	10	11	0	0	MILAN	VEH-MG	VEH-MG		6	6	3	3	3	4	N	12	
25	SCORPION	3	21	3	16	5	5	0	76MM GUN	VEH-MG	VEH-MG		6	6	3	3	3	4	N	12	

1

EUROPE WEAPONS (CONTINUED)

NO.	WEAPON	HP	KP	AC	RG	IA	AM
58	SS-11	72	0	80	60	10	16
59	HARPO	75	0	85	60	8	4
60	SAGGER	54	0	80	60	6	4
61	SPIGOT	60	0	90	50	3	6
62	SPANDREL	63	0	90	60	3	5
63	SPIRAL	90	0	90	80	20	8
64	SWATTER	63	0	80	70	10	8
65	ADATS	120	0	95	95	5	8
66	FOGM	105	0	60	99	2	8
71	FLAMETHWR	135	0	20	1	20	6
72	SMAW	36	0	5	10	2	6
74	SPG-9	39	0	5	20	3	30
75	M72 LAW	36	0	2	5	2	4
76	LAW-80	54	0	5	10	4	4
77	GUSTAV	48	0	3	10	4	20
78	WOMBAT	51	0	15	40	6	20
79	PZF44	45	0	3	10	2	20
80	LRAC	48	0	4	15	2	20
81	RPG-7	36	0	4	10	2	20
82	RPG-16	60	0	5	10	3	20
83	RPG-18	36	0	2	5	2	4
84	130MM FG	48	0	10	150	9	35
85	160 MOR	48	0	1	180	12	30
86	180MM FG	54	0	10	150	10	25
87	280MM FH	64	0	10	150	18	20
88	82GUNMTR	45	0	10	130	6	10

NO.	WEAPON	HP	KP	AC	RG	IA	AM
89	120GUNMTR	54	0	10	130	8	20
90	SA-14	24	0	75	75	1	3
91	CHAPARRAL	27	0	70	95	2	5
92	BLOWPIPE	21	0	70	65	1	3
93	RAPIER	36	0	90	95	2	9
94	ROLAND	33	0	80	95	2	10
95	SA-7	21	0	60	70	1	3
96	SA-8	27	0	80	95	2	6
97	SA-9	27	0	70	95	2	5
98	SA-13	27	0	90	95	2	6
99	STINGER	21	0	80	95	1	4

MAP MENU

- (1-8) Move cursor.
- (9) Display current score.
- (0) View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
- (A-S) Select unit. Press the formation letter followed by the unit number. That unit will become the current unit and you will be placed in the Unit Menu.
- (U) Get unit at cursor position. The unit at the cursor location will become the current unit and you will be placed in the Unit Menu.
- (V) View. All squares that can be seen from the cursor location will be inversed.
- (W) View mission objective. All squares in the mission objective area will be inversed.
- (X) Exit Orders Phase.
- (Y) Inspect stack. The type of the next unit down in the stack will appear at the bottom of the Map Menu. It can then be accessed with the U key.
- (Z) Toggle maps. The map changes to whichever (strategic or tactical) is not in use.
- (/) The score is displayed and the game will end.
- (*) Places all units on a side under computer control. In Deployment, this key Digs-in all units.

KEYS ACTIVE DURING COMBAT PHASE

- (1) Decrease message delay 1 increment.
- (9) Increase message delay 1 increment.
- (0) Orders. Go to an Orders Phase at the end of the current Combat Phase.
- (P) Toggle pause. When first hit, will stop the action; when hit again, will restart it.
- (S) Toggle sound. Turns sound on and off.
- (T) View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
- (Z) Toggle maps. The map changes to whichever (strategic or tactical) is not in use.

QUESTIONS OR PROBLEMS: Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game/rules. Both numbers can be called every workday, 9 to 5 Pacific Time.



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the firing unit is moving, with Full Advance being worse than Cautious Advance. The silhouette size of the target is also a factor; it is figured the same as it was for visibility, above.

If the target unit is a soft target, the accuracy is modified by the soft target modifiers for the firing unit only. That is, if the firing unit fails a skill check, or if it is moving, Buttoned, or Pinned, the accuracy will be worse.

No matter what the target, the modified accuracy can never be more than 99. The lowest the accuracy can be against soft targets is 12, and against other targets is 0. The modified accuracy is the percentage chance that the target is hit. If it is hit, it is then subject to damage. Point fire uses AP shells against hard targets and HE shells against soft targets.

Damage Calculations:

The damage done against a unit depends on whether it is a hard target or a soft target, and the type of shell being used. If a kinetic or HEAT shell was fired, only the target unit is hit. If an HE shell was fired, each unit in the target square may be hit. Guns automatically fire HE shells at non-armor targets. At armor targets, the computer determines whether a HEAT or kinetic shell would be best. It usually chooses a kinetic shell, except at long range where its accuracy falls off.

When the target is hard, the computer goes through several checks. First of all, 10% of all HEAT shells are duds and have no effect. Secondly, a number between 1 and 20 is generated. If this number is less than or equal to the number of reactive armor cells left on the vehicle, the number of reactive armor cells left is decreased by 1, and, if a HEAT shell was fired, it will have no effect. If the number is greater than the number of cells left, or if the shell was a kinetic shell, the reactive

armor will not defeat the round. It doesn't matter whether the shell could penetrate the vehicle for the reactive armor to be destroyed; even small arms fire will blow up reactive armor cells.

The computer then determines the amount of armor that the shell can penetrate. For HE and HEAT shells, this is the HP rating of the weapon. For kinetic shells, it is based on the KP rating of the weapon, but it will decrease over range. The penetration ratings listed for weapons are the depth of penetration at max range; at point-blank range this rating is half again (*1.5) as large, with distances in between varying proportionally.

Once the depth of penetration is determined, the computer determines the location of the hit. Most likely the lower hull or turret/upper hull will be hit. If the firing unit is at a higher elevation than the target, there is a chance of hitting the top, but a reduced chance of hitting the tracks. To be able to hit the top, the firing unit must be two or more levels higher than the target unit.

When the target is hull-down, the chance of hitting it at all is reduced. A unit is hull-down if it is positioned in cover, if it is at a higher elevation than the firing unit, or if it is Dug-in. The effects of being Dug-in differ by unit type and nationality. A unit cannot be hull-down to indirect fire. A unit on a slope square is hull-down only to adjacent units on level 3 squares; this is the only way a unit on a slope can be hull-down.

Once the depth and location of the hit is determined, the amount of the proper type of armor at that location is determined. The amount listed on the unit's Weapons Page is the minimum for that location; it can be twice as much as that listed. For instance, if the front of a unit is successfully penetrated by a HEAT shell and that unit has a FH listing of 6, it is considered to have an armor depth of between 6 and 12. Assume that it comes up 8; in that case the shell would have to have to be able to

penetrate to at least a depth of 8 in order to damage the unit. (This variance of the armor is designed to reflect the fact that few shells would hit perpendicular to the armor; most would hit at some angle and would therefore encounter more than the listed amount of armor.)

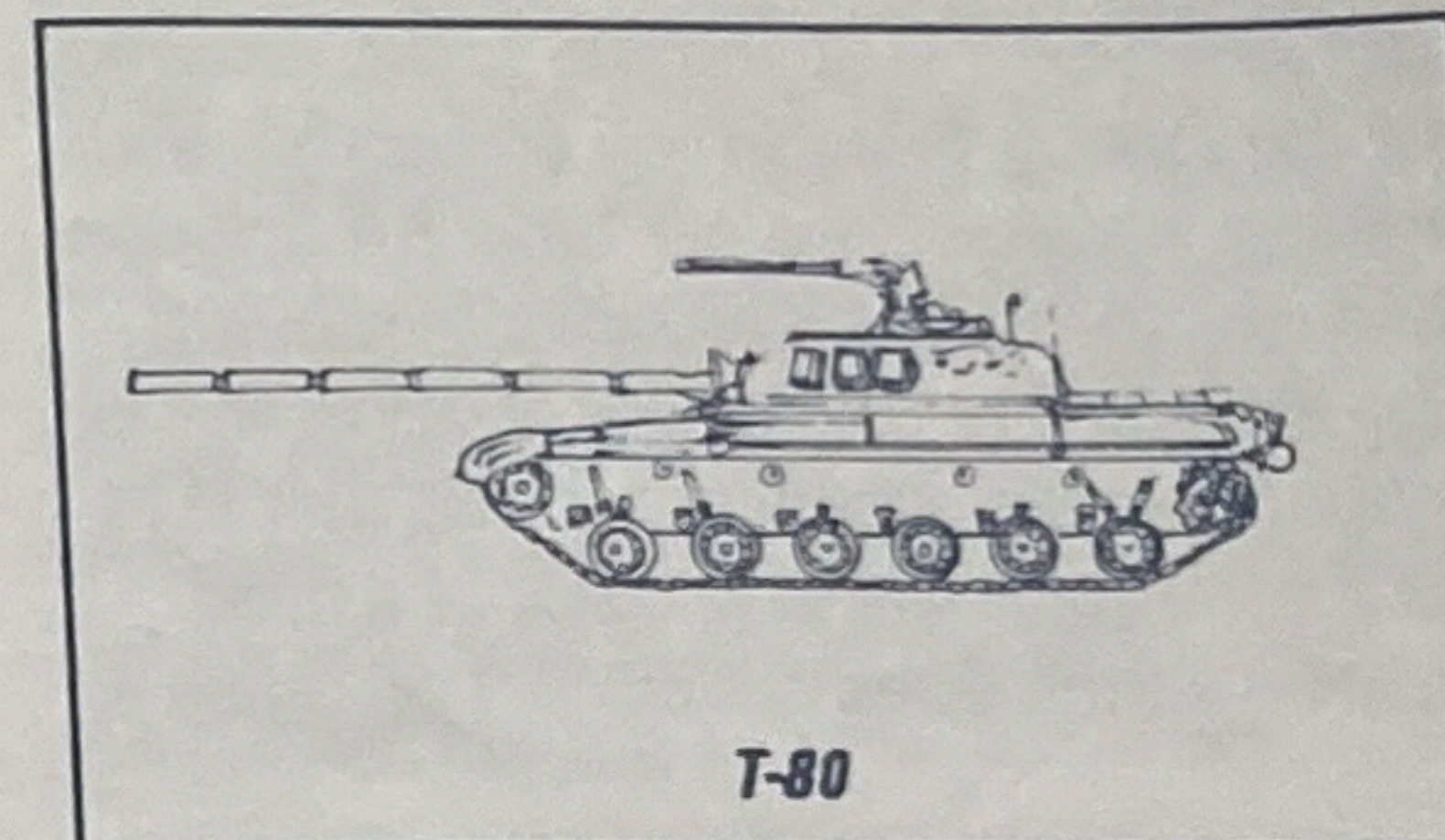
If AP shells fail to penetrate, they bounce; there is a chance that HE shells that do not penetrate the target unit attack other units in the target square or in an adjacent square. If an HE shell does fail to penetrate, it will never have a primary target. Track hits always penetrate if the shell size of the firing unit is greater than 1.

When a shell penetrates a hard target, one of several things might happen: the target may be automatically destroyed; it may lose a track; it may lose its engine; or the crew compartment may be penetrated. If a track or the engine is lost, the unit can no longer move and will be abandoned if forced to retreat or rout. If the crew compartment is penetrated, two things may happen: one or all of the crew may be killed, and the weapons in the area penetrated may be knocked out. Thus, if the turret/upper hull were penetrated, the top two weapons listed for a unit may be knocked out.

All fire against soft targets is HE fire. Such fire may hit more than just the primary target in a square. (This is not the case if the primary target is a hard target and it is hit.) The chance of an HE shell hitting a specific unit is greatest if the unit is the primary soft target, less if it is another soft target, and less still if it is an open-topped hard target. The chance is the least if it is a regular hard target. (If a hard target is hit, the procedure explained above is used and not the following.)

Generally, the higher the weapon's infantry attack value the more likely it is to hit the target. Non-adjacent fire has a reduced chance, and the soft target modifiers may reduce the chance further (see the Formulas section). The chance is increased if the target is advancing or is an

artillery unit, and decreased if it is Positioned in some kind of cover, Retreating, Routed, Pinned, or Dug-in. Small arms fire against a unit that is Dug-in or in hard cover is additionally decreased.



If, given the modified chance, a soft target is hit, it will lose a number of men based on that chance and on the firing unit's infantry attack value. Soft vehicles (trucks, etc.) and artillery units may also be destroyed outright.

Missile Fire:

Missiles are launched during pulse 3 of the Combat Phase at a unit's current target. A random number is generated to determine if the missile impacts on that pulse. If it does, the fire is resolved using the HP rating of the missile. If the missile does not impact on pulse 3, on pulse 1 of the next Combat Phase the computer determines whether the firing unit still has a LOS to the target unit. If it does, the fire is resolved. If it does not have a LOS, the missile does not impact. A helicopter unit in the Evade state will always lose a LOS during pulse 1.

For missile weapons, the number listed for its infantry attack rating is actually the minimum range that the missile can be fired at. If it is fired at more than this minimum, but at less than twice the minimum, then its accuracy will be halved. F.O.G. - M missiles can be fired at targets which the firing unit normally could not see.

UNIT MENU:

- (1-8) Move cursor.
- (0) View terrain only. All units are cleared from the screen so that the underlying terrain can be seen.
- (A) Go into All-Units mode. If the formation HQ is not the current unit, it will become the current unit. You will be able to issue certain orders to the whole formation.
- (B)** Bombard. The cursor location is the target square; the current unit is the spotter. Those units available to bombard and the administrative delay before firing starts will be listed.
- (C)@ Cancel orders. All movement and bombardment orders assigned to the current unit are cancelled.
- (D)*@ Debark passenger(s). If the current unit is a vehicle then it will unload all of its passengers; if the current unit is a passenger, then only it will unload.
- (E)* Embark passenger. When given to a vehicle, you will be asked for the formation and number of a unit to be loaded onto the vehicle.
- (F)*@ Change unit's facing. Use the directions of the movement compass.
- (G)** Rally. When an HQ unit is ordered to rally, it will attempt to halve the suppression value of all subordinate units within its rally radius. It costs one order to press the rally key, and one order for each unit rallied.
- (H) Find units HQ. The next superior headquarters unit becomes the current unit.
- (I)*** Inspect enemy units. All enemy units that can be seen by the current unit will be shown sequentially. The current unit can choose one of them as a target by pressing the T key when the desired enemy unit is accessed. It costs one order to designate a target.
- (J)@ Toggle computer control. Places a formation under computer control or removes it from that control if already under computer control.
- (K)* Infantry smoke. An infantry unit can be ordered to lay smoke in an adjacent square.
- (L) Locate. Moves the cursor over the current unit.
- (M)*@ Move unit. The unit will be ordered to move to the cursor location. An advance state will have to be chosen for it.
- (N) Next unit. The next unit in alphanumeric order will become the current unit.
- (O) Display unit's movement objective(s). Moves the cursor to the location of the movement objectives assigned to the unit. Its state will also be shown.
- (P) List unit's passengers. All units loaded aboard the current unit are listed.
- (Q)* Change helicopter unit's altitude.
- (R)*@ Range. The maximum firing range at which the current unit will automatically select targets can be changed.
- (S)*@ State. The state of the current unit can be changed.
- (T) Show unit's target.
- (U)* Infantry assault. The current infantry unit will assault the enemy at the cursor location.
- (V) View. All squares that the current unit can see will be inversed.
- (W) Weapons Page. The current unit's Weapons Page will be displayed.
- (X) Exit Unit Menu. Return to the Map Menu.
- (Y) Center screen on unit.
- (Z) Toggle maps. The map changes to whichever (strategic or tactical) is not in use.

Notes:

@ = Can be done in All-Units mode.

* = Costs an order.

** = May cost more than one order.

*** = Costs an order if an enemy unit is targeted during an inspection.



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Questions or Problems?

Our main business telephone number is (415) 964-1353. We also have a Technical Support Hotline number: (415) 964-1200, which you can call if you have problems with your disk or need a clarification of the game and/or rules. Both numbers can be called every workday, 9 to 5 Pacific Time.

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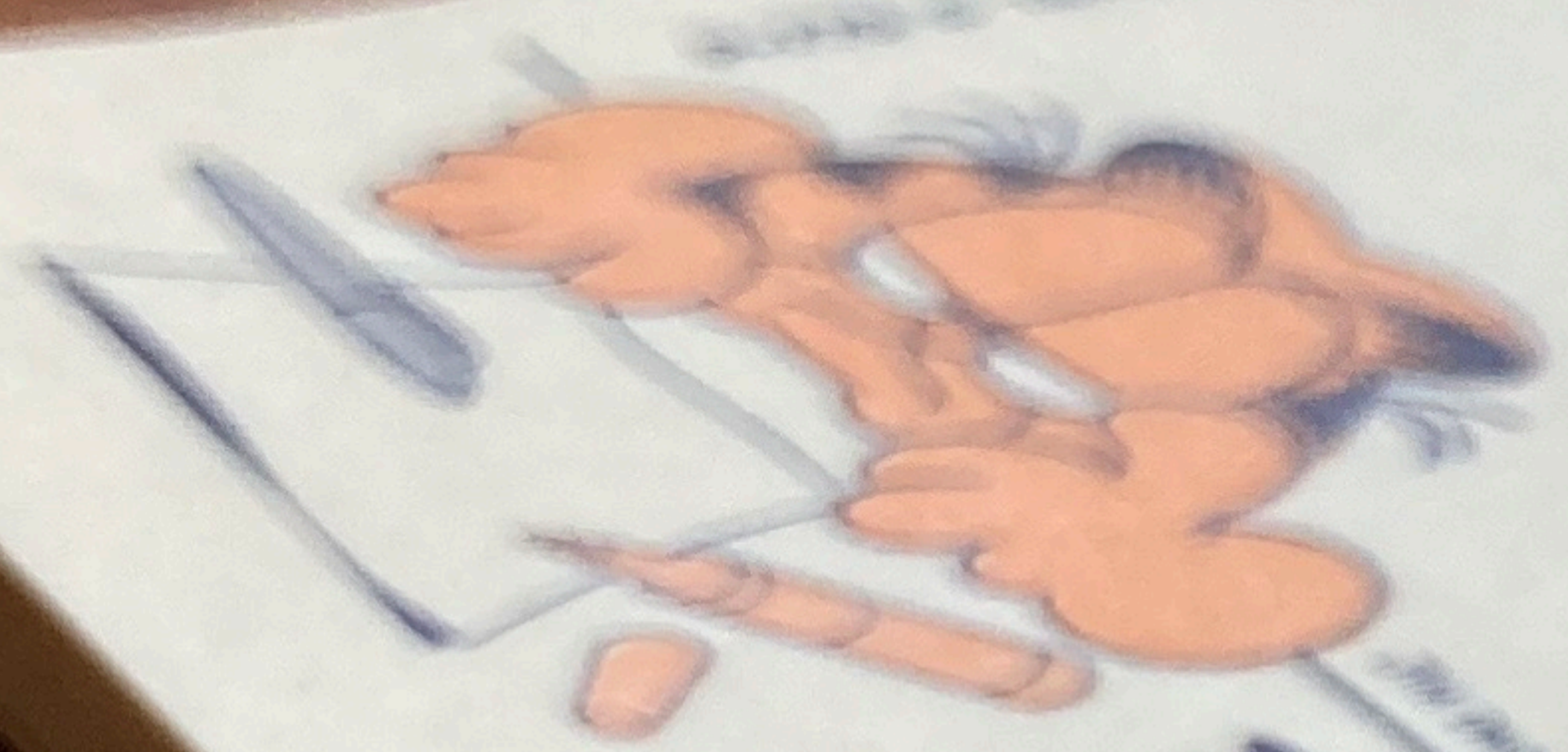
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JIM DAVIS

I'M SO HAPPY I
COULD JUST BARF



I'M SO HAPPY I
COULD JUST BARE